



Alina Rybina

SOFTWARE ENGINEER

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TECHNICAL SKILLS

- Java
- Spring, Spring Boot
- Hibernate, JDBC
- Postgres
- Servlets
- Maven, Gradle
- Git
- Html5, Css3, Sass, Scss
- Java script, React
- Docker

EDUCATION

Software engineering & Technologies



Czech technical university in Prague FEL



2022-now

Information Technology Management



KhNURE



2021-2022

SOFT SKILLS

- Communicative
- Collaborative
- Adaptive and Flexible
- Hardworking
- Goal-oriented

PROJECTS

- [Online gallery](#) (CTU 2024) - A single-page web application (SPA) written using vanilla JavaScript, HTML, and CSS with simple back-end, connected by docker
- [Hotel reservation system](#) (CTU 2024 - pair work) - A springboot app, REST API for reservation rooms. Used technologies: hibernate, critetiaAPI, postman, spring web, spring security
- [Adventure game](#) (CTU 2023) - An adventure game, written by using java and java.awt tools and MVC (Model-View-Controller) design pattern.
- [Food chain simulation](#)(CTU 2023 - pair work) - A simulation of selling and distributing products using patterns such as state, builder, chain of responsibility, prototype, factory and mvc.
- [Investment platform](#) (CTU 2022) - A full-stack web app, written by using PHP and JavaScript for searching investors and new ideas

EXPERIENCE

Frontend developer



Brander, Ukraine



Nov.2021 – Feb. 2021

As a frontend developer, I specialized in React.js, Redux, and Next.js for developing websites. I have good experience with various layout approaches in creating engaging user interfaces.

LANGUAGES

English, Czech, Russian, Ukrainian